LESSON MAKER PRO

Question Card Quest

Ask, answer, and build on each other's ideas.

GRADE 5 · 5.LF.9.a

5.LF.9.a "Pose and respond to explicit questions in ways that contribute to the discussion and elaborate on the remarks of others."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Ask clear questions about a classmate's idea.
2. Answer the question that was asked.
3. Name the idea you are adding to.
4. You may agree or disagree. Do not pretend to change your mind.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Agree to an 8-minute round and set a timer.
2. Each player takes one ROLE card. With three players, take the first three roles and share the Wrap-Up Guide job.
3. Use two copies of each MOVE card. Shuffle the 16 cards and deal four to each player.
4. Discuss the topic. Play a MOVE card to the middle only after you truly use its starter. You do not have to use every card.
5. Stop when the timer rings, even if cards remain. Then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I asked a clear question about someone's idea.
- [ ] I answered a question with a reason or example.
- [ ] I added to an idea by naming what someone said.
- [ ] I stated what we agreed on, what stayed open, or why I kept my view.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Indoor Recess

What could our class do during indoor recess so more students can join in, and why?

TOPIC

Class Celebration

How could our class celebrate a shared success using things we already have, and why would your plan work?

TOPIC

Recess Lineup

What could make lining up after recess easier for our class, and why?

ROLE CARDS · one per player

ROLE

Question Finder

Ask a clear question about an idea someone has shared.

ROLE

Answer Tracker

Listen for whether each question gets an answer that fits.

ROLE

Idea Linker

Help players add to a classmate's idea by naming that idea.

ROLE

Wrap-Up Guide

Help state what the group agrees on, what remains open, or which view stayed the same and why.

MOVE CARDS · deal 4 to each player

MOVE CARD

ASK WHY

"What do you think about ____, and why?"

MOVE CARD

ASK MORE

"Can you explain ____?"

MOVE CARD

ANSWER CLEARLY

"To answer your question, ____."

MOVE CARD

GIVE REASON

"I think ____ because ____."

MOVE CARD

BUILD ON

"Building on what you said, ____."

MOVE CARD

CONNECT IDEAS

"Your point about ____ makes me think ____."

MOVE CARD

GIVE EXAMPLE

"One example from my experience is ____."

MOVE CARD

SUM UP

"So far, we ____."

Cards last longer on thick paper.

Question Card Quest

RUNNING THE ROUNDS

Run 8-minute rounds with two copies of each MOVE card per group. If one player dominates, invite a quieter player to answer the next question, but do not require anyone to use all four cards. Accept accurate summaries of full agreement, unresolved differences, or an unchanged view supported by a reason or example.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	What do you think about playing charades during indoor recess, and why?
Ben	To answer your question, I think charades could work because we need no supplies.
Cora	Building on what you said, we could let small groups take turns acting so more classmates can play.
Ana	Can you explain how small groups would help more classmates play?
Cora	To answer your question, several groups could play at once, so fewer people have to wait. So far, we agree charades could work, but we have not chosen how to make groups.

LISTEN FOR

- A question names a specific idea and asks for an explanation.
- A reply answers the question asked and gives a reason or example.
- A player names a classmate's point before adding to it.
- A summary accurately states agreement, an open question, or an unchanged view with a reason.

There are no right answers to the topic cards. Score the moves students make, not their opinions.